

IN THE CLAIMS

Please amend the following claims which are pending in the present application:

1. (Currently amended) A method, comprising:

integrating at least one pseudo localization utility application with a build application to provide an integrated build application;

executing the integrated build application at least one pseudo localization utility application to generate pseudo-translated locale-dependant code, wherein executing the at least one pseudo localization utility application includes:

 - (a) retrieving locale-dependant code from at least one storage location;
 - (b) altering an appearance of the locale-dependant code; and
 - (c) storing the altered locale-dependant code in at least one second storage location; and

generating a pseudo-language build with the pseudo-translated locale-dependant code.
2. (Original) The method of claim 1, further comprising:

testing the pseudo-language build; and

identifying at least one internationalization bug.

3. (Original) The method of claim 2, wherein the internationalization bug comprises a hard-coded string, a hard-coded format, or a hard-coded reference to a translation.
4. (Original) The method of claim 2, wherein identifying the at least one internationalization bug comprises discovering unaltered locale-dependant code in the user-interface.
5. (Original) The method of claim 1, wherein altering the appearance of the locale-dependant code comprises adding at least one prefix character to the locale-dependant code.
6. (Original) The method of claim 5, wherein the at least one prefix character comprises at least one multi-byte character.
7. (Original) The method of claim 5, wherein the at least one prefix character comprises at least one right-to-left character.
8. (Original) The method of claim 5, wherein the at least one prefix character comprises a prefix string including at least one multi-byte character and at least one right-to-left character.

9. (Original) The method of claim 1, wherein the at least one pseudo localization utility application comprises at least one server message specific utility, and the locale-dependant code comprises at least one server message.

10. (Original) The method of claim 1, wherein the at least one pseudo localization utility application comprises at least one repository string specific utility, and the locale-dependant code comprises at least one repository string.

11. (Original) The method of claim 1, wherein the at least one pseudo localization utility application comprises at least one resource file specific utility, and the locale-dependant code comprises at least one resource file.

12. (Original) The method of claim 1, wherein the at least one pseudo localization utility application comprises at least one utility application capable of retrieving or altering at least one element of user-interface code of a type selected from a group, including: a server message, a repository string, a static UI file, and a seed data file.

13. (Previously presented) The method of claim 1, wherein the build application comprises a database build application, the at least one pseudo

localization utility application comprises at least one seed data file specific utility, and the locale-dependant code comprises at least one seed data file.

14. (Previously presented) The method of claim 1, wherein the build application comprises a software build application.

15. (Currently amended) An article of manufacture, comprising:
a machine-readable medium including instructions stored thereon, which,
when executed by a machine, cause the machine to:
implement at least one pseudo localization utility application integrated
with a build application to provide an integrated build application;
execute the integrated build application ~~at least one pseudo localization~~
~~utility application~~ to generate pseudo-translated locale-dependant
code through
(a) retrieving locale-dependant code from at least one storage location,
(b) altering an appearance of the locale-dependant code, and
(c) storing the altered locale-dependant code in at least one second
storage location; and
generate a pseudo-language build with the pseudo-translated locale-
dependant code.

16. (Original) The article of manufacture of claim 15, wherein the machine-readable medium further includes instructions, which, when executed by a machine, cause the machine to:

test the pseudo-language build; and
identify at least one internationalization bug.

17. (Original) The article of manufacture of claim 16, wherein the internationalization bug comprises a hard-coded string, a hard-coded format, or a hard-coded reference to a translation.

18. (Original) The article of manufacture of claim 16, wherein identifying the at least one internationalization bug comprises discovering unaltered locale-dependant code in the user-interface.

19. (Original) The article of manufacture of claim 15, wherein altering the appearance of the locale-dependant code comprises adding at least one prefix character to the locale-dependant code.

20. (Original) The article of manufacture of claim 19, wherein the at least one prefix character comprises at least one multi-byte character.

21. (Original) The article of manufacture of claim 19, wherein the at least one prefix character comprises at least one right-to-left character.

22. (Original) The article of manufacture of claim 19, wherein the at least one prefix character comprises a prefix string including at least one multi-byte character and at least one right-to-left character.

23. (Original) The article of manufacture of claim 15, wherein the at least one pseudo localization utility application comprises at least one server message specific utility, and the locale-dependant code comprises at least one server message.

24. (Original) The article of manufacture of claim 15, wherein the at least one pseudo localization utility application comprises at least one repository string specific utility, and the locale-dependant code comprises at least one repository string.

25. (Original) The article of manufacture of claim 15, wherein the at least one pseudo localization utility application comprises at least one resource file specific utility, and the locale-dependant code comprises at least one resource file.

26. (Original) The article of manufacture of claim 15, wherein the at least one pseudo localization utility application comprises at least one utility application capable of retrieving or altering at least one element of user-interface code of a type selected from a group, including: a server message, a repository string, a static UI file, and a seed data file.

27. (Previously presented) The article of manufacture of claim 15, wherein the build application comprises a database build application, the at least one pseudo localization utility application comprises at least one seed data file specific utility, and the locale-dependant code comprises at least one seed data file.

28. (Previously presented) The article of manufacture of claim 15, wherein the build application comprises a software build application.

29. (Currently Amended) A system, comprising:
computer system having a processor, a memory, and an input/output device;
an executable build application, stored in the memory of the computer system, and configured, when executed by the processor, to generate a language-specific build; and
at least one executable pseudo localization utility application, stored in the memory of the computer system, and integrated with the build

application to generate a pseudo-language, language-specific build, the at least one executable pseudo localization utility application integrated with the build application ~~configured~~, when executed by the processor, to retrieve locale-dependant code from at least one storage location, to alter an appearance of the locale-dependant code, and to store the altered locale-dependant code in at least one second storage location.

30. (Original) The system of claim 29, wherein altering the appearance of the locale-dependant code comprises adding at least one prefix character to the locale-dependant code.

31. (Original) The system of claim 30, wherein the at least one prefix character comprises at least one multi-byte character.

32. (Original) The system of claim 30, wherein the at least one prefix character comprises at least one right-to-left character.

33. (Original) The system of claim 30, wherein the at least one prefix character comprises a prefix string including at least one multi-byte character and at least one right-to-left character.

34. (Original) The system of claim 29, wherein the at least one pseudo localization utility application comprises at least one server message specific utility, and the locale-dependant code comprises at least one server message.

35. (Original) The system of claim 29, wherein the at least one pseudo localization utility application comprises at least one repository string specific utility, and the locale-dependant code comprises at least one repository string.

36. (Original) The system of claim 29, wherein the at least one pseudo localization utility application comprises at least one resource file specific utility, and the locale-dependant code comprises at least one resource file.

37. (Original) The system of claim 29, wherein the at least one pseudo localization utility application comprises at least one utility application capable of retrieving or altering at least one element of user-interface code of a type selected from a group, including: a server message, a repository string, a static UI file, and a seed data file.

38. (Previously presented) The system of claim 29, wherein the build application comprises a database build application, the at least one pseudo localization utility application comprises at least one seed data file specific utility, and the locale-dependant code comprises at least one seed data file.

39. (Previously presented) The system of claim 29, wherein the build application comprises a software build application.

40. (Previously presented) The method of claim 1, wherein said executing the at least one pseudo localization utility application is in response to a determination in the build application to build a pseudo-language build.